



MID-CITIES COMMODORE CLUB

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MCCC NEWS

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New Stuff I Just Got

Amiga Software Reviews by Bill Raecke Mid-Cities Commodore Club

Deluxe Print II - Electronic Arts

I waited for it a long time. I originally ordered it in April, 1988 when it was first announced that it was available. I finally got it late November. A long wait, but such is the way of software development. The only real question is: how does it perform now that it is finally here?

For those who are unfamiliar with Deluxe Print, the program allows you to produce Signs, Labels, Banners, Letterheads, Calendars, and Greeting Cards. On entering the Deluxe Print II, you select which format you want and go from there. In any of the formats, the options are much the same.

ICONS: The icons used by Deluxe Print II refer to clip-art which can be placed anywhere on your document. You select the clip to be used, place it where you want it, and then move it to exactly the right position. Improvements in II? First of all, your icons can now be in full color. Doesn't mean a whole lot for those of us still using black and white printers, but for the growing number of people using devices like the HP PaintJet, this will be a major improvement. The icon editing is also much improved. But the most impressive change is that you may now **SIZE** your icon. The sizing is very powerful. You select the size tool, grab the icon by the corner with your mouse pointer, and pull. You may make it either smaller or larger and it does not have to remain proportional. You can make it wider and shorter at the same time. The image processing is quite remarkable. You may change it as many times as you like without noticeably reducing the image clarity. I

am impressed. I have never seen image sizing work as well in any other program.

BORDERS: Allows any design to be used as a border around the document. Major changes are much the same as in **ICONS**: The borders are in color, the editor is improved, and the border can be sized. Like the **ICON** sizing, when you size the border, the image being used to produce the border is re-sized to fit in the available space.

TEXT: This option allows you to place text anywhere in the body (not in the border) of your document. As in the original Deluxe Print, you can specify the color of the text. Major improvements include the ability to use fonts other than the standard fonts on the disk and the same wonderfully powerful sizing option available for **ICONS**.

BACKGROUND: This is the option which allows you to pull in a standard IFF picture to use as a backdrop for the rest of your document. **ICONS** and **TEXT** are superimposed on any picture imported. But control over these pictures is much greater than in the original Deluxe Print. You may now flip the picture horizontally or vertically, move it to any position you desire, size it, or cut just a portion of it to be used.

So far it sounds great doesn't it? And it is great. But I haven't gotten to the bad parts yet. There are two major flaws in the program (at least two that I have discovered). The first clue to the first is on the box that the package comes in. It says "Supports 12 workbench printers". It means what it says. 13 workbench printer drivers and device are not supported. If you attempt to use the 13 drivers and

device you will have to re-boot. The consequences of this are quite obvious. If you have a printer that is supported on 1.3 workbench, but was not on 1.2 workbench, you are out of luck. And even if your printer was supported, you will find yourself printing at 1.2 speeds. (Printing out a 4 page banner clocked in at 45 minutes on my printer - I would have expected 15.) This is not great news, particularly from a program that didn't hit the market until after 1.3 was released. This also is the only program I am aware of that even knows what printer driver is being used. Poor design guys.

And speaking of poor design (make that abominable design), Deluxe Print II still suffers from the dreaded "Big Menu Syndrome". As I mentioned earlier, the program is capable of pulling in fonts other than the standard fonts that come on the disk. The problem is that if there are too many, the resulting menu will scroll off the bottom of the screen and your system will crash. Three years ago, when the Amiga was new, we accepted this from Electronic Arts and learned to make sure our font directories remained small. Nowadays, Electronic Arts is the only software developer I am aware of that still hasn't figured out how to handle this problem. Don't they have an Amiga? Don't they turn it on?

My recommendation? If you can get by with 1.2 drivers, it is well worth the money. The graphic handling capabilities are exceptional. Just be prepared to keep those font directories small.

RawCopy V1.3 - Micro Systems International

I'll keep this short. Are you looking for the ultimate copy program? One that will make copies of all those programs that you have been unable to back up so far? Look somewhere else!

Copies are slow. Plan on eight minutes for a single disk when you are copying protected software. I currently have four disks in my library that I have been unable to copy using other programs. After spending eight minutes on each of them, I discovered I couldn't copy any of them using RawCopy. Then I tried copying a program that I have already backed up using Project D. RawCopy wouldn't handle that one either.

I am told that there are, in fact, software titles that RawCopy will copy. I am also told that it will even remove the protection from some titles. If this is true, then it appears to me that the documentation needs to spell out which ones they are because, at eight minutes per copy, I have neither the inclination nor patience to find out for myself.

One last word. RawCopy is incapable of copying itself (yes, it is copy protected). Project D copies it just fine, thank you.

My recommendation? Save your money.

World Class Leader Board - Access Software

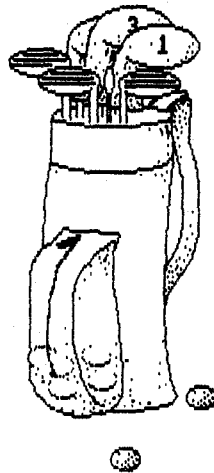
I am not a golfer. The closest I come to a golf course is when I pass one on the highway. But there is something very entertaining about playing computer golf. Maybe it's the need for a little low-key entertainment - Something where I don't have to concentrate while solving adventure game puzzles or tax my reflexes while zapping aliens. I had two computer golf games previously. Mean 18 is a very nice game but has graphics so poor that headaches are a constant danger. World Tour Golf looks good but the game play is very inaccurate, allowing you to aim only in huge jumps and sometimes showing the ball rolling directly over the hole. So I kept looking.

World Class Leader Board combines the best of both worlds. Graphics are excellent - surpassing even those of World Tour Golf. And the game play is as good as Mean 18. The game will handle from one to four players. Each player can select his or her own Ability Level. The KIDS level will not hook, slice, or be affected by the wind - and the correct club is automatically selected. The AMATEUR level will hook or slice but the wind has no affect. The PROFESSIONAL level allows the wind to be a factor and also increases the difficulty of putting.

Your normal view, as in the other golf games, is from behind the golfer, looking toward the pin. Unlike other golf games, the same viewpoint is maintained while putting. There is a gadget provided at all times which allows selection of an overhead view. This view shows your current position and makes a suggestion as to the proper club to use. Aiming the ball is accurate, allowing adjustments of

just one screen pixel at a time. Controlling the shot is as easy and accurate as I have seen. Four courses are included with the game and a powerful Course Architect is included which allows you to design your own courses. This also means that other courses will be available in the public domain as other people design them (many are available now in the club library).

I have just one suggestion. The greens are designed with a slope direction and steepness. There is no provision allowing the direction of slope or the steepness to change



from one portion of the green to another. This makes it somewhat less than realistic. On the other hand, putting tends to be difficult enough and I am not sure that the addition of this feature would add to the playability of the game.

My recommendation? Buy it! It may not be the ultimate golf simulation, but it is certainly tops for now and well worth the money. One more thing - the disk is not copy protected so it can easily be placed on a hard drive if you are fortunate enough to have one.

Where In Europe is Carman Sandiego?

A Software Review by Dick Headley
Mid-Cities Commodore Club

Have you ever wished for a computer game that would teach as well as entertain? Well, this is it! The Carman Sandiego series, World, USA and Europe, are real winners for all ages. The latest is Europe. This is also the best so far. The graphics are very good, and the concept is excellent. If you have not seen this game, the idea is to chase Carman and her gang of light-fingered badies all over the world, USA or Europe and, if you are careful, cause an arrest or two. There are a large group of her people on each game and they are pretty clever.

The idea is to read the clues, check your atlas (included) and

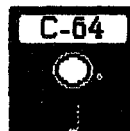
figure where to go to catch the thief. There is a time limit, of course, and if you do not get the right warrant, it's all in vain. The point is that the kids learn geography, currency, flags and a whole lot more in a "fun environment", whatever that is. We found that the kids really learned and were able to use what they learned in school. Things don't get much better than that for us

parents and grandparents.

There is a "hall of fame" to record successes that will keep the pressure on. There is also a crime lab data base, and a computer to issue warrants.

Documentation is very good and the atlas is necessary. It plays with one joystick, one player at a time. It is you against the gang except for the "hall of fame".

I recommend this series, especially the Europe version, highly. Real value for money, as the British say. Buy it, don't rent it. You will want to keep the records of victory and continue playing for a long time after rental time is expired.



Doodle

Software Review by Robyn Wilson
Mid-Cities Commodore Club

Doodle is a hi-res drawing and graphics program. It has many features in its ten modes of graphics such as color changing capabilities, saving and loading of files, and its many easy to read on-line help screens. With this program it is necessary to use a joystick.

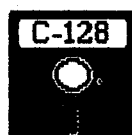
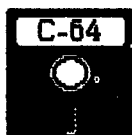
When the program is loaded, a menu shows up to help you get started. If you go directly to the sketch pad there will be a cross in the middle of the screen. That is what you use to start your drawing. The cross will change by using your joystick with each mode as to whether the cross moves or sets the size of the box or circle or stamps a stamp. It also does the erasing if needed. First you hit the "del" key then use the joystick to put the cross where you want to erase. To get back to drawing use the back arrow.

Among the many features of Doodle are the drawing of lines, boxes, circles, and characters. Others are zoom, copy, and stamp modes. There is also a color mode where you can change colors constantly; both the background and the actual color of the line to which you are drawing. Lines, boxes and circles are produced by using a large cross with arrows on the ends. The arrows tell what the outer boundaries

are going to be. Zoom can be used to make your drawing larger and enable you to touch up certain areas or to make a detailed drawing. Copy and stamp modes work together with the box mode, that is, you put whatever you want to be copied or stamped into a box, memorize it and put it elsewhere in your drawing.

There are standard controls that can be used in each of these modes. An example is the grid, which is a set of lines that go vertical and horizontal where you can plot lines and figures. Hit "g" again and your grid disappears and you have a nice graph. You can fill in areas of your work with a solid color by selecting "f" at any time. You can also do a mirror image which just flips the whole screen over to the opposite side of the screen or you can use the photo negative which switches the colors from foreground to background. Changing the speed of the line being drawn can be done by using "control" and any number one through nine. That can be helpful if you are drawing anything that is detailed.

Doodle is a good drawing graphics program. It is easy for everyone to use. It has many uses and features to let you enjoy what you are creating and hours of imagination to go along with it.



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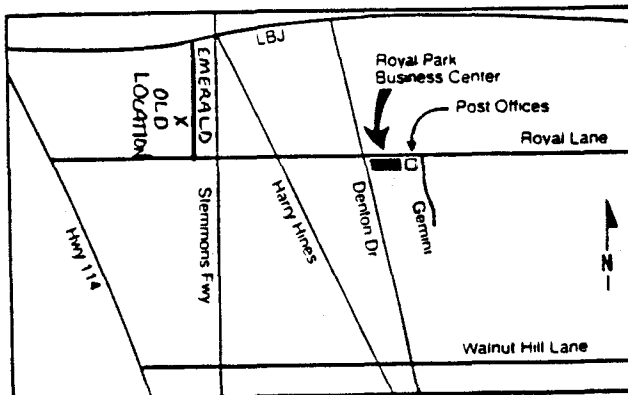
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GVP Controller

Amiga Hardware Review by Michael Cox

Reprinted From Amy Today

<<The official name of the product being reviewed here is the GVP Multi-Function SCSI/Ram Controller, part number: A2000-2/0>>

After I finally decided it was time to buy a hard drive for my A2000, I spent much time researching the various products of many third party manufacturers.

Of the two basic types of drives available, both the ST-506 (originally designed for use in the IBM PC) and SCSI (Small Computer System Interface - used on the Apple Macintosh) drives can be used on the Amiga. An SCSI drive is something of an "intelligent" device, in that it will automatically remap for bad sectors independent of the host, and is considered faster in data transfer than the ST-506 design. Another interesting aspect of SCSI drives is that they are usually treated as "devices," rather than just disk drives. The advantage of this is that an SCSI controller will be able to "talk" to other peripherals without having to define a new protocol. This enables one to use optical storage devices (among other things), in the future.

Having decided on an SCSI-type drive, I looked at what the companies had to offer. While many of the third party manufacturers have similar products, only one offered something that none of the others had. Great Valley Products, of Paoli, Pennsylvania, has incorporated a space for RAM memory expansion on some of their controllers, effectively allowing you to save the use of an expansion slot in the 2000. As I already had one memory board in my Amiga, adding a hard drive controller and a separate memory board would normally use up three of the five slots. With the GVP controller, I could expand my system to 5 MBytes and still have three open slots.

In my research, I talked to owners of many brands of controllers; Commodore A2090 owners, along with users of Supra, CIttd, and other configurations. While the majority of these people had seen little or no difficulty with their controllers, only one brand stood out as being the most trouble-free. This was the GVP

Impact controller.

I found that the Impact controller was available in three different designs. One design is their "hardcard." This is a controller card with room on the card to physically mount a 3.5 inch hard drive. This has the advantage of leaving your 5.25 inch drive bay open for such things as the floppy disk drive that comes with the Bridgeboard, for instance. No expansion memory is available on-board. The other two cards use remotely mounted drives, either in the drive bay or external to the Amiga (or both). Both can support up to seven SCSI peripherals, with the main difference between the two being the amount and type of memory they can hold.

The controller I purchased (A2000 2/0) has sockets for 32 1 Mbit RAM chips (256Kx4 configuration), for a total of 2 MBytes of additional memory. This memory can be added in 1 MByte chunks, or 16 chips at a time. The other controller (A2000 1/0) uses 256Kx1 RAM chips. These are the chips that have been making the news for the last two years (as their price to the consumer went from \$3.00 each to a high of over \$15.00). Small lots of these chips currently sell for \$12.00 each. To fully populate this 1 meg card, 32 of these chips are required. However, similar to the 2 MByte board, you have the options of either installing half (or all) the memory at once, or just using the controller sans memory (and wait for the RAM prices to drop).

I felt the documentation for the GVP controller was above average. My only real complaint is that the 27 page booklet was actually for the A2000 1/0 model, with a 1 page addendum for the 2 MByte board. After an introduction describing the features of the product, the booklet goes on to cover the installation of the controller, drive and software. Additional chapters cover installing fast RAM, multiple SCSI devices, drive partition sizes, and SCSI error handling and correction. The controller's technical specifications were also included.

The included installation software was very

straightforward and easy to use. It automatically recognized my Seagate ST-277N 64 MByte drive, and offered to format two 32 MByte partitions. When I chose one 40 MByte and one 24 MByte partition instead, it not only formatted the drive to my specs, but also updated my mountlist to reflect these parameters. The software will automatically install Workbench v1.3 on the drive, and assign it as the SYS: disk. The software I received had WB version 34.18 and worked perfectly, though I later purchased and installed version 34.20 (the version that was officially released in October).

The only problem I experienced was quite minor in scope. The Seagate has its Drive Activity LED mounted directly to the bottom of its PC board. Since I wanted to see this LED without having to look at the black front plate (comes with the drive) sticking out of my tan Amiga, I simply removed the black plate from the drive, desoldered the LED, attached a 90-degree header to the drive's PC board, and plugged in the cable from the Amiga's remote hard drive activity LED.

The GVP has a couple of advantages over Commodore's new controller, the A2090A. Obviously, the capability of having both memory and controller on the same card is one of them. Furthermore, while both controllers will autoboot with the new v1.3 ROMs, only the GVP can truly autoboot an SCSI Seagate drive (The A2090A has trouble with the Seagates because they take a few seconds longer to initialize. The GVP ROMs take this into account and wait for a signal from the drive before completing the boot-up). Both Commodore and Great Valley Products controllers require a small partition to boot from when using the FFS (Fast File System) format, since the Amiga cannot recognize FFS directly from the v1.3 operating system.

Direct Memory Access

Both the A2090A and the GVP controller use DMA (Direct Memory Access) for the transfer of data. The A2090A does this by using the internal DMA channel in the machine. This causes problems when displaying "severe-overscan", since both functions are handled by the same custom chip. The GVP controllers instead use their own DMA channel to a static 4k on-board cache. This method not only keeps data transfers

fast, but by not using the Amiga's DMA channel, it prevents any problems when using a combination of DMA and overscan.

In the two months since I installed the GVP Impact controller, it has run 24 hours per day, with absolutely no errors. Any questions I had for the technical staff were answered while I was on the phone to them, often by an engineer. The boot ROMs were shipped to me via UPS Blue Label as soon as Commodore released their Kickstart 1.3 ROMs. I even found that I could have obtained the same card and drive combo directly from GVP for less than I paid to the dealer I purchased them from, and that dealer had the least expensive set-up of those I had checked (GVP said they even re-work the drive LED before shipping).

In Summary..

I have found the people at Great Valley Products to offer something that all computer owners need; great products, and great service, all at a great cost-to-performance ratio.

Technical Specifications

GVP A2000 2/1 SCSI Controller/RAM card

- Combination 2MB, zero-waitstate, Fast RAM controller and ANSI X3T9.2 compatible SCSI controller. Supports up to 7 SCSI peripherals.
- High performance DMA data transfer to/from hard disk.
- SCSI data transfer rate up to 2MBytes/sec for asynchronous SCSI peripherals.
- SCSI data transfer rate up to 4MBytes/sec for synchronous SCSI peripherals.
- Amiga A2000 expansion bus host interface.
- Auto-configs both Fast RAM and SCSI controller.
- Sockets for AUTOBOOT hard disk driver in ROM/EPROM (can only be used with Amiga V1.3, or later, Kickstart ROM). 16-bit wide data path allowing hard disk driver to be directly executed out of these ROM/EPROMs.
- Internal 50-pin SCSI connector.
- External 25-pin (DB25) SCSI connector. Macintosh compatible pinout.
- Power requirements: +5 Volts 5%, 2.2 Amps maximum.

Stammering 1571

C-128 Tip from J. Buell
Commodore Users of Bartlesville

Tired of your 1571 (original ROM) taking forever to access a single-sided 1541 disk and even longer on a floppy? I have even resorted to locking my 1571 in 1541 mode when I have to deal with numerous floppys. Try this command I found in 1571 INTERNALS (page 127) from Abacus:

OPEN 15,15,"UD>RA"CLOSE 15

This will limit to one the number of times your 1571 will try and fail to read the flip side of your disk. If your program uses a BASIC loader, scratch the old file and save it again with this command added. Now you do not have to remember the new command to make use of it. If your program uses a ml boot, just enter the command manually from within the program after booting.

This command may cause some problems, why else would commercial productivity programs not include it. However I have not found and problems yet and it works great added to Multiplan's and Paperclip III-128's BASIC loader.

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Secretary's Notes

MCCC Board Meeting 1/7/89
John Malmstrom

As of January 1, 1989 we had 361 families enjoying benefits of MCCC membership. Broken down by chapter it looks like this:

Amiga Central	128
Amiga-by-the-Loop	54
Arlington/Grand Prairie	64
Fort Worth	50
H-E-B	65

Financially we're better off than we have been at this time in years past - due partially to the fact that membership expiration is now somewhat staggered, but more importantly, to careful control of expenses by chapters and in producing the newsletter.

Each board member was asked by President Detore to report on the status of his or her area of responsibility and outline plans for this coming year. Look for announcements of MCCC activities.

The only official action of the board was approval of the following appointments:

BBS Coordinator	Okley Moss
Newsletter Editor	Bill Raecke
Assistant Librarian	Gary Campbell
MCCC-SCOPE Liaison	Betty Clay
BBS Committee	Okley Moss
	Bill Raecke
	Harold Williams
	John Malmstrom

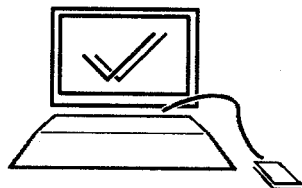
Attention Amiga Superbase Owners

There is a Superbase SIG (Special Interest Group) forming. Contact:

John Malmstrom	282-6158
Lee Davenport	457-3323

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Xetec Super Graphix Gold

C64 Hardware Review by Mike Harvey Arizona Commodore Users Group

Printer interfaces have been improved greatly over the past few years, and one of the best interfaces on the market today is the Xetec Super Graphix Gold. (It's pronounced "Zee-Tek".)

The price packs a wallop, but at \$120 it may be a very worthwhile investment for your computer and printer. Included in the package is a 32K buffer that allows you to load graphic pictures and then dump them to your printer without tying up your computer! There are over 32 choices of printers, four built-in fonts, over 20 secondary addresses and twelve printer channels. A banner channel that allows you to print out custom banners and graphics sideways up to 8" high is also included.

The interface is in a steel case which allows for computer abuse, i.e. dropping from desk while changing the dip switches. Two buttons peer from the top of the steel case. One resets the buffer while the second of the two resets the interface itself. An LED on top of the interface enables you to see if information is being sent and received. There are two rows of dip switches. The first allows you to configure the interface for virtually any printer as well as device 4 or 5 and set the printer to 80 or 132 columns. The second set of switches allows for typefaces and print conversions.

The interface is powered from a wall transformer but Xetec also includes information on how to solder pin 18 on the printer cable, allowing the interface to be powered from the printer itself. Be warned, however, that this is a highly delicate task and voids the LIFETIME warranty.

One feature that makes this interface stand out is the ability to detect whether a 1571 is on-line and is using the burst mode of transferring data.

There are four fonts built into Supergold including Near Letter Quality, Helvetica, Broadway, and Script. There are 27 more fonts included on a disk that accompanies the interface, as well as a program that allows you to create/edit your own fonts! Once fonts are loaded, they can be enhanced in a variety of ways.

This is quite a complex interface, but taking the time to learn it can only improve the quality of your printer output.

Empire

Amiga Software Review by Jeff James Reprinted From The Knightly Knews

This month I'm going to review Interstel's latest Amiga software offering, Empire. Empire recently had the distinction of being named "Overall Best Game of 1988" by Computer Gaming World Magazine. Does it deserve it?

Empire, first and foremost, is a strategy game. And, to set things straight right from the beginning, Empire is undoubtedly the best strategy game for the Amiga. Period. Game of the Year? I don't think so, but it comes awfully close.

Empire is a detailed and complex game of global domination. You can play with up to three players, and any or all of these players can be played by the computer. Each player starts out with a very small chunk of a largely unexplored world, and through the course of the game, each player explores the world around him, builds armies, and tries to manufacture the winning combination of combat units. You can create several different combat units; Armies, Fighters, Destroyers, Submarines, Cruisers, Transports, Carriers, and Battleships. All have differing strengths and weaknesses, and all take different amounts of time to manufacture. Generally, the more powerful the unit, the longer it takes to make.

Anyway, to quickly summarize the rest of the game's functions, all players continue to explore, build and conquer until only one of them remains as the supreme ruler of the entire planet.

If you like strategy games, you'll love Empire. The game can take hundreds of hours to finish; even spending three hours at the start of the game before you even spot an enemy is not uncommon. <Editor's comment-this game is definitely NOT for everyone> The box has a label warning users about the addictiveness of the game, and believe me, they aren't liars, either! If you've got a lot of free time, Empire is extremely enjoyable.

On the negative side, several parts of the game could use improvement. #1 - The graphics on the two screens you see while the program is loading are absolutely horrible. A C64 could generate better graphics than what I'd seen! (Empire was ported from the Atari ST, so what can I expect?) One screen depicts the cover of the

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program box. Why didn't they just digitize the front cover with Digi-View? The disk is only about 80% full, so memory would be no problem. #2 - When you win the game, all you get for spending 200+ hours slaving over your keyboard is a cute little sign saying you won. Oh boy; what a peachy keen reward! I almost pulled the plug when I saw that was all I got for winning. I'm sure a nice picture with a nice little ditty playing wouldn't take too much memory. #3 - The games take too long. Even if you play with the computer, you're likely to spend at least 12 hours playing the game. I wish they had an optional limit on the number of turns you can play.

These minor annoyances aside, Empire is a thoroughly enjoyable game. If you like strategy games, it is a MUST HAVE. For those of you that like games short and sweet, shy away from Empire. You might find yourself spending weeks playing this highly addictive and engrossing wargame.

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Chapter News

Amiga By-The-Loop

Brent Wood

With about 45 members and guests in attendance the Loop chapter started 1989 with a bang! Membership is on the rise and may soon top last years' total. Larger quarters (in the same building) may soon be necessary.

The meeting in January started about 10 minutes late due to the large crowd and the "close" arrival of our hardware presenters. After brief announcements the new "Dumb Question" box was opened and the first (and only) question of the night was read. The audience tried to give an informed answer and hopefully we didn't confuse the anonymous person who asked it. A good start to a new feature since we did not prepare anyone for it ahead of time. This led into a spirited question-answer-rumor period that threatened to take over the entire meeting.

Intercomputing showed the latest available incarnation of the Amiga, the A2500. After hearing an all-too-familiar story of how this particular machine came to Intercomputing preceded by three non-working units, we saw what made it worth the wait. Speed! This baby FLIES thru flight simulators! (Pun intended.) Everyone was encouraged to put the machine thru its paces. Thanks to Intercomputing for bringing it and a load of software.

Toward the end of the meeting a name was drawn for a box of disks and darned if John Bielefeld didn't win for the second month in a row! Show up at the next meeting early and be sure to put your dumb question in the box and your name in the door prize box.

February 14th we'll be in room 208 of the Richland Hills Church of Christ main building at 7:30. Take Rufe Snow south from Loop 820 and turn right at the first light. Follow this road (Meadow Lakes) until you see the main building and you're there. See ya!

Fort Worth

Mary Louise Hagemeyer

The Fort Worth Chapter had a good January meeting with about 25 people present. Joe Ostrokol demonstrated the QUIKPRO-II program generator, showing how to create a data base. Joe recommended spending some time experimenting with this very flexible program's capabilities.

The BASIC lesson was about lining up the decimal points before printing numbers.

Next time we'll have a printer demonstration. So far, three members have volunteered to bring their printers -- an Okidata 120, a Panasonic 1092, and a Star NX1000 Rainbow. If you would like to demonstrate another model, call Rich Meyer at 292-6387. It will be interesting to look at these and see what they can do.

The next meeting will be Saturday, February 11, at 1:30 p.m. in the Southwest Regional Library on Hulen Street.

Arlington/Grand Prairie

Eddie Allen

The Workshop in Grand Prairie saw the library's BASIC tutorial receive another workout. Ray Sloan demonstrated his upgrade to the original PET version concerning a menu selection, color, and module linkage corrections. This upgrade has been submitted to the MCCC review board for inclusion in the library.

The main meeting in Arlington saw a very lively demo of "The Computer and Packet Radio" capabilities. Just think of a world wide BBS, without long distance charges.

February will see a demo of a Tax Preparation program, followed by a Quick Brown Fox review by Glen Herring. We will have a small supply of blank disks available at the rate of 10 for \$4.00.

If you have not renewed your membership yet, please race to the next meeting and do so.

Hurst-Euless-Bedford

Robyn Wilson

At our January 21st meeting, many topics were covered: the officers for 1989 were announced, a talk about the Bulletin Board system, Doodle, and a new method of mailing diskettes was discussed.

The officers for 1989 are as follows:

President: Eldor Luedkte, Jr.

Vice President: Jon Moreland

Secretary/Reporter: Robyn Wilson

Club Librarian: Curtis Crago

Treasurer: Fred Noble

There was an introduction to the Bulletin Board system. It was mentioned that there are over 700 programs for both the C64 and C128 to download from the BBS such as games and a 1989 tax survival kit. Also, the electric mail service was talked about. There are currently 193 of the members eligible to be on the BBS.

The program for this meeting was given by Yours Truly. I talked about the Doodle drawing and graphics program. I discussed its many features such as its ten modes of graphics, its saving and loading of files, and its many help screens. Doodle also lets you change the colors constantly.

On the subject of the disk library, there is a mailing process that will be starting up now. The MCCC Club will mail you diskettes that you want copied for \$2.25. The breakdown of this amount is \$1.00 for the mailer and \$1.25 for postage.

Chapter News



Amiga Central

Bill Raecke

The demonstration at the January meeting was a hands-on look at the new Amiga 2500. The Amiga 2500, as most of you know by now, is a specially configured 2000, with the 68020 processor, the 68881 math co-processor, 2 additional megs of 32 bit RAM, and a hard drive.

We were lucky enough to see it running head to head with Jack Smith's 2000 with CMI Processor Accelerator installed. The 2500 smokes! In a comparison with both machines running Turbo Silver, the 2500 was almost exactly twice as fast. In other applications (Word Perfect and F18/A Interceptor) the difference was smaller but still significant. A very nice demo of Commodore's latest and greatest.

Special thanks to Intercomputing for providing the 2500 for display. And a second thanks for also providing the door prize for the evening.

Be sure to attend the February 16 meeting. Same time (7:30), same place (Arlington Community Center). See you there.



This covers the mailing of four diskettes. All this is prepaid at the meeting along with the cost of the diskettes, if any were bought from the club. Of course you could always pick up the diskettes at the next meeting. Talk to Curtis Crago for more information.

The whole MCCC library catalog is available for you to have a copy of if you so desire. It is six sides of a disk or three physical disks, front and back. With the catalog, you write down the names of any of the programs you want, then call or come to the next meeting and tell Curtis what you need and he will copy it at no charge.

At the next meeting on February 18th, there will be a discussion on D Paint, a C64 drawing program to be utilized on the Graphics Bulletin Board. Also, a discussion of C/PM for the C128 will be given by Edward Corr.

The Mid-Cities Commodore Club is a not-for-profit organization devoted to the collection and dissemination of computer knowledge, to the encouragement of computer education, and to the use of Commodore computers in the home, at school, and in business. Appropriate and legal use of all types of software is encouraged by this club.

The MCCC is not connected with Commodore Business Machines, Inc. Commodore and Commodore product names (PET, CBM, VIC, C64, C128, and Amiga) are registered trademarks of Commodore, Inc.

Our meetings are open to all. Membership dues are \$20 per year or \$12 for six months and entitle the member to a monthly mailed copy of the MCCC News, free access to the club's extensive public domain and shareware software library, and discounts at many area merchants. An additional \$12 annual fee provides access to the MCCC ASCII and Graphic bulletin board systems.

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The deadline for submissions to the MCCC News is the Monday following the third Saturday of each month. Payment must accompany all ad copy. Make checks payable to MCCC and mail to P.O. Box 813, Bedford, Texas 76095.

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Editor	Bill Raecke	465-2814
Circulation	Okley Moss	282-7751
	John Malmstrom	282-6158

BBS OPERATIONS

ASCII Phone		268-4191
Graphics Phone		268-4196
Coordinator	Okley Moss	282-7751
Asst. Sysops	John Malmstrom	282-6158
	Harold Williams	483-8537
	Bill Raecke	465-2814

NORMAL MEETING SCHEDULE

First Saturday	MCCC Board of Directors
Second Tuesday	Amiga By-The-Loop Chapter
Second Saturday	Fort Worth Chapter
	Arlington/Grand Prairie Workshop
Third Tuesday	Arlington/Grand Prairie Chapter
Third Thursday	Amiga Central Chapter
Third Saturday	HEB Chapter

(Check Monthly Schedule for Last Minute Changes)

AMIGA-BY-THE-LOOP CHAPTER

President	Brent Wood	246-3707
Vice President	David Owens	577-2304
Treasurer	Bruce Nelson	498-8899
Secretary/Reporter	Brent Wood	246-3707
Librarian	Gary Campbell	297-4125

AMIGA CENTRAL CHAPTER

President	Bill Keatley	485-8666
Vice President	Jack Smith	731-8108
Treasurer	Bill Raecke	465-2814
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Librarian	Ned Kelly	277-5825

ARLINGTON/GRAND PRAIRIE CHAPTER

President	Glen Herring	572-8489
Vice President	Brad Dumler	483-2322
Treasurer	Janet Hamm	465-6624
Secretary/Reporter	Eddie Allen	259-1741
Librarian	Blake Brown	642-6107

FORT WORTH CHAPTER

President	Bob Krause	292-6639
Vice President	Rich Meyer	292-6387
Treasurer	John Sookma	346-6698
Secretary/Reporter	Ellen Triplett	295-5709
Librarian	Joe Ostrokol	534-1998

HURST-EULESS-BEDFORD CHAPTER

President	Eldor Luedtke, Jr.	626-8518
Vice President	Jon Moreland	(214) 579-1293
Treasurer	Fred Noble	838-5459
Secretary/Reporter	Robyn Wilson	282-3458
Librarian	Curtis Crago	281-8568

February Calendar

- | | | | |
|-------------|--|-------------|--|
| February 4 | MCCC Board of Directors Meeting
10:00 AM - N., Richland Hills Rec Center
Jack Detore, 275-3762 | February 16 | AMIGA CENTRAL Chapter
7:30 - Arlington Community Center
Bill Keatley, 485-0666 |
| February 11 | FORT WORTH Chapter
1:30 PM - Southwest Regional Library
Bob Krause - 292-6639 | February 18 | HURST-EULESS-BEDFORD Chapter
1:30 - Hurst Recreation Center
Eldor Luedtke, Jr., 626-0518 |
| | ARLINGTON-GRAND PRAIRIE Workshop
1:30 PM - Grand Prairie Library
Louis Nailor, 1-214-262-4576 | February 20 | MARCH NEWSLETTER DEADLINE |
| February 14 | AMIGA BY-THE-LOOP Chapter
7:30 PM - N. Richland Hills Church of Christ
Brent Wood, 246-3707 | February 21 | ARLINGTON-GRAND PRAIRIE Chapter
7:00 - Arlington Community Center
Glen Herring, 572-0489 |



Happy Valentine's Day

MCCC NEWS

Mid-Cities Commodore Club
P.O. Box 813
Bedford, Texas 76095

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